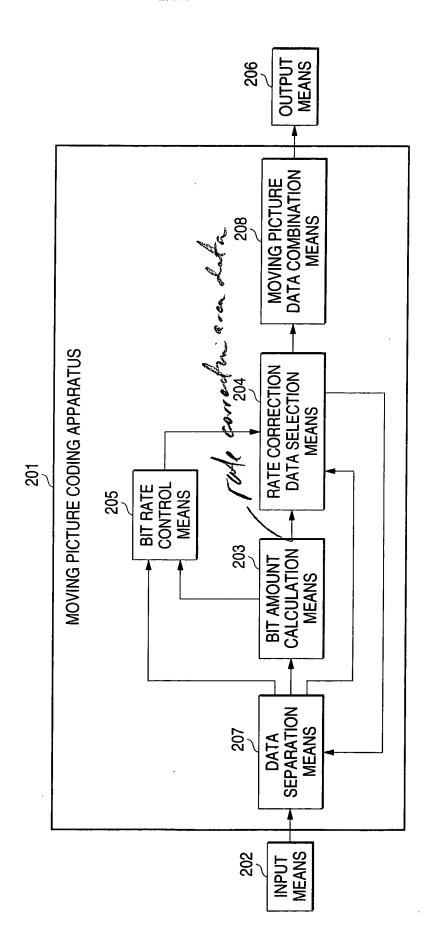
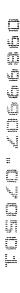
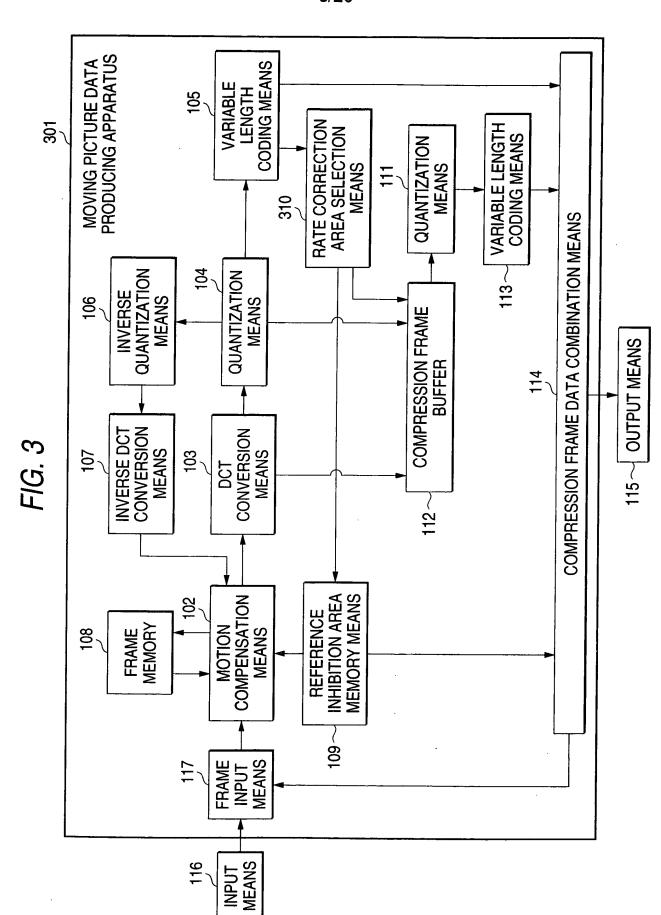


FIG. 2

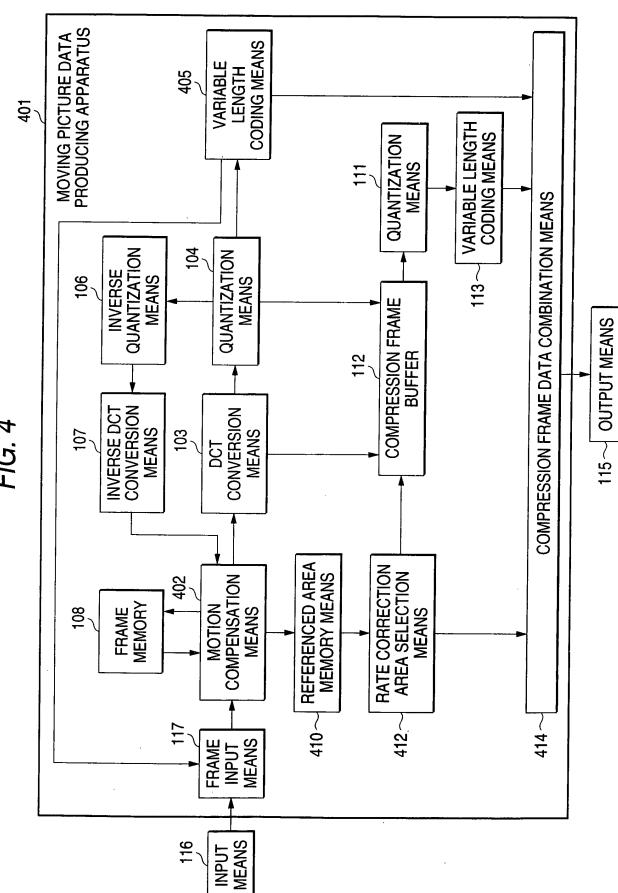






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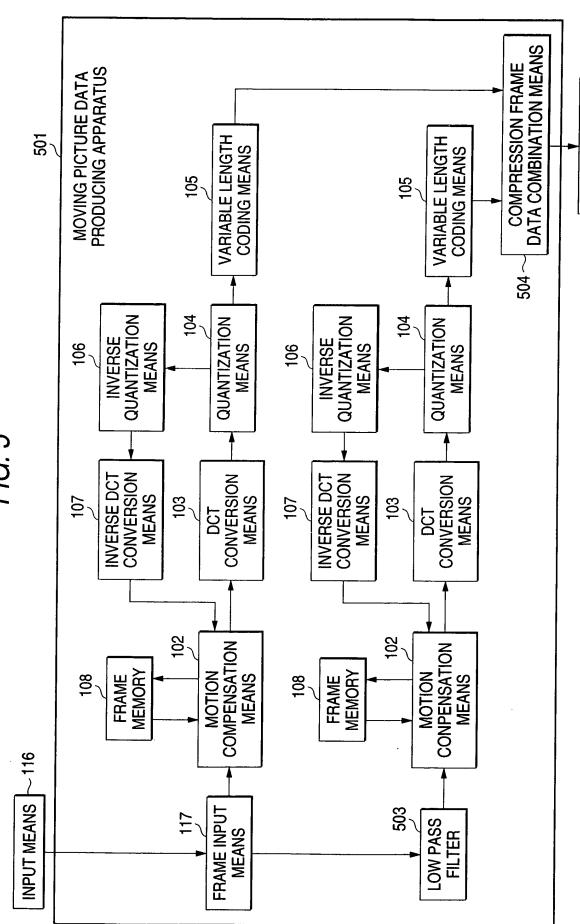
FIG. 4

OUTPUT MEANS

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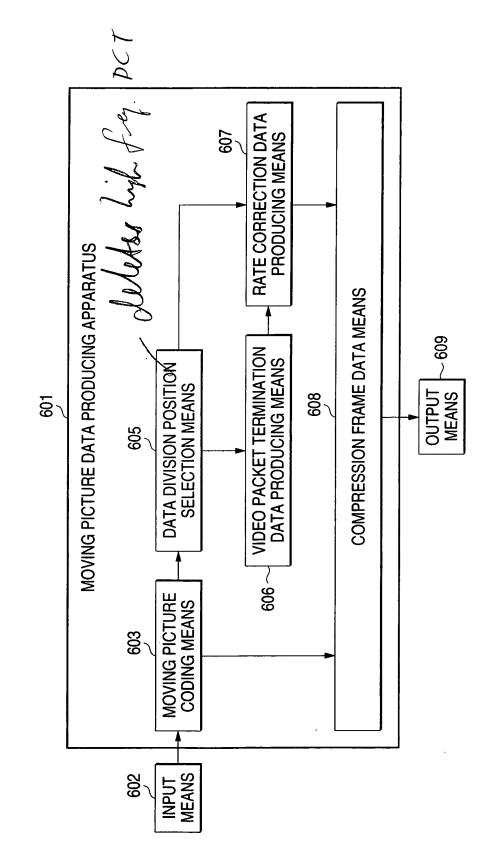
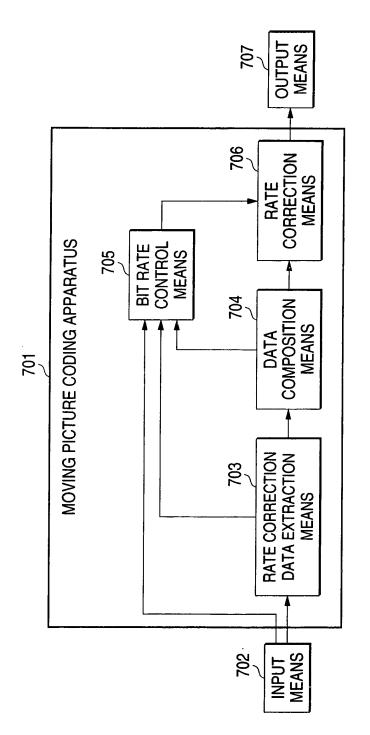


FIG 7



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FIG. 8

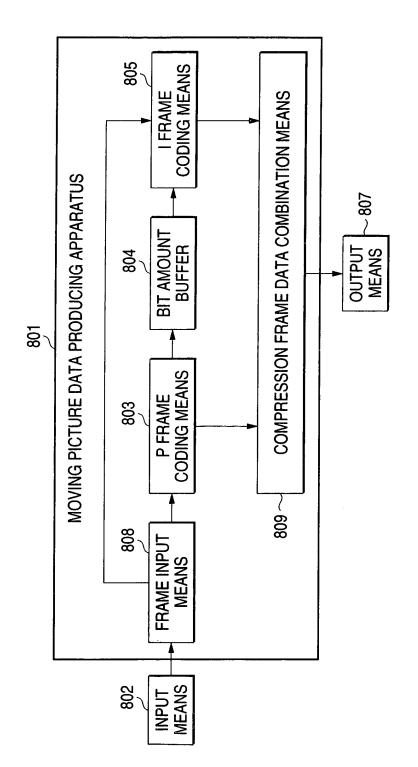


FIG. 9

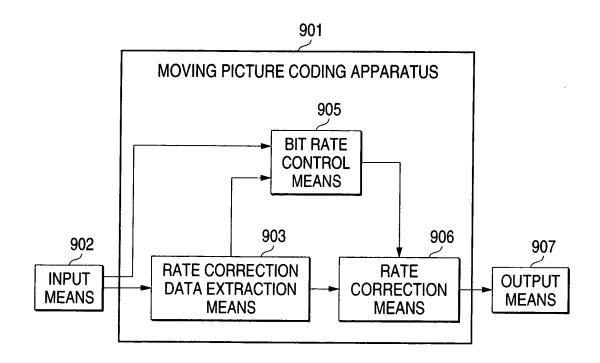


FIG. 10

		AREA
AREA 1		AREA k
AREA k + 1		AREA 2k
AREA 2k + 1	••••••	
:	• • • • • • • • • • • • • • • • • • • •	
	• • • • • • • • • • • • • • • • • • • •	
	* * * * * * * * * * * * * * * * * * * *	AREA n
· · · · · · · · · · · · · · · · · · ·		

1 FRAME

FIG. 11

						1101		
Q1	DATA 1	Q2	DATA 2	Q3	DATA 3		Qn	DATA n

Qn : QUANTIZATION VALUE OF AREA n DATA n : DCT COEFFICIENT OF AREA n

FIG. 12

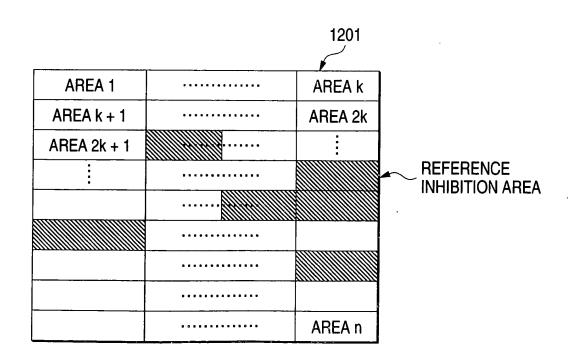


FIG. 13

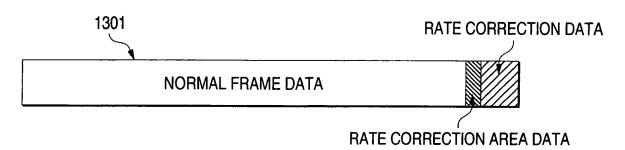


FIG. 14

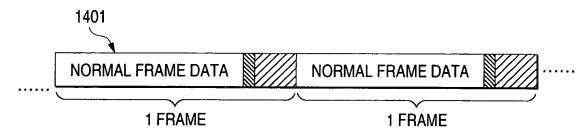
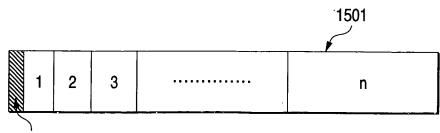


FIG. 15



1502: RATE CORRECTION DATA HEADER

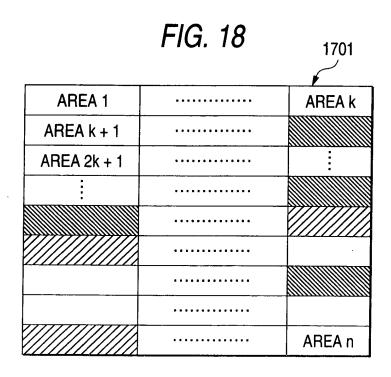
1: CORRECTION DATA 1

2: CORRECTION DATA 2

n: CORRECTION DATA n

FIG. 17

Total_Area_number; **// NUMBER OF AREAS** Data_number; // NUMBER OF CORRECTION DATA OF EACH AREA Area_number_i; // AREA NUMBER Data_size_i [1]; // AREA i, BIT AMOUNT OF CORRECTION DATA 1 Data_size_i [2]; // AREA i, BIT AMOUNT OF CORRECTION DATA 2 Area_number_ j; // AREA NUMBER Data_size_ j [1]; // AREA j, BIT AMOUNT OF CORRECTION DATA 1 Data_size_ j [2]; // AREA j, BIT AMOUNT OF CORRECTION DATA 2 // AREA NUMBER Area_number_k;



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NORMAL FRAME DATA	RA1	TE CORRECTION DATA
	CORRECTION A HEADER	

FIG. 21

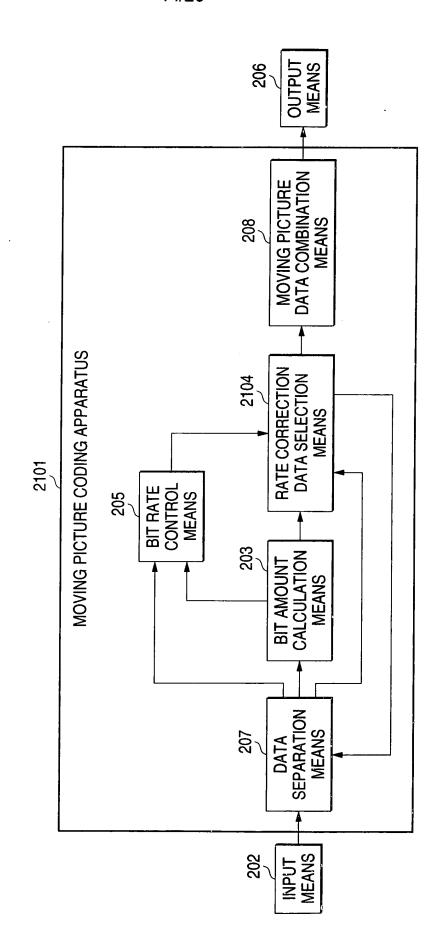


FIG. 22

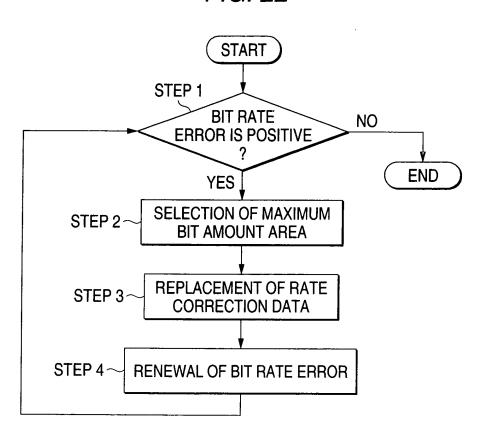


FIG. 23

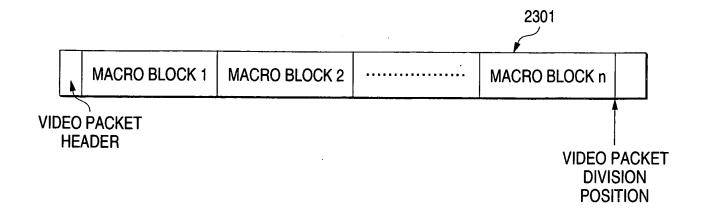


FIG. 24

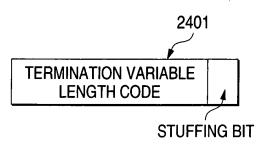


FIG. 25

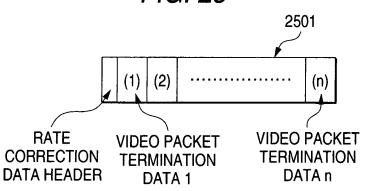


FIG. 26

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2502

Total_Vpacket_number; // TOTAL VIDEO PACKET NUMBER

CutPosition [i]; // DIVISION POSITION OF VIDEO PACKET (i)

Cut_Bit_Number [i]; // BIT AMOUNT WHICH CAN BE DELETED, OF VIDEO PACKET (i)

End_Bit_Number [i]; // TERMINATION DATA BIT AMOUNT OF VIDEO PACKET (i)

CutPosition [n]; // DIVISION POSITION OF VIDEO PACKET (n)

Cut_Bit_Number [n]; // BIT AMOUNT WHICH CAN BE DELETED, OF VIDEO PACKET (n)

End_Bit_Number [n]; // TERMINATION DATA BIT AMOUNT OF VIDEO PACKET (n)

FIG. 27

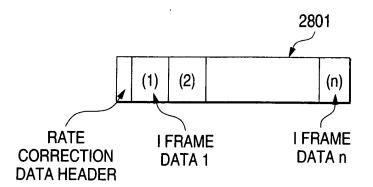
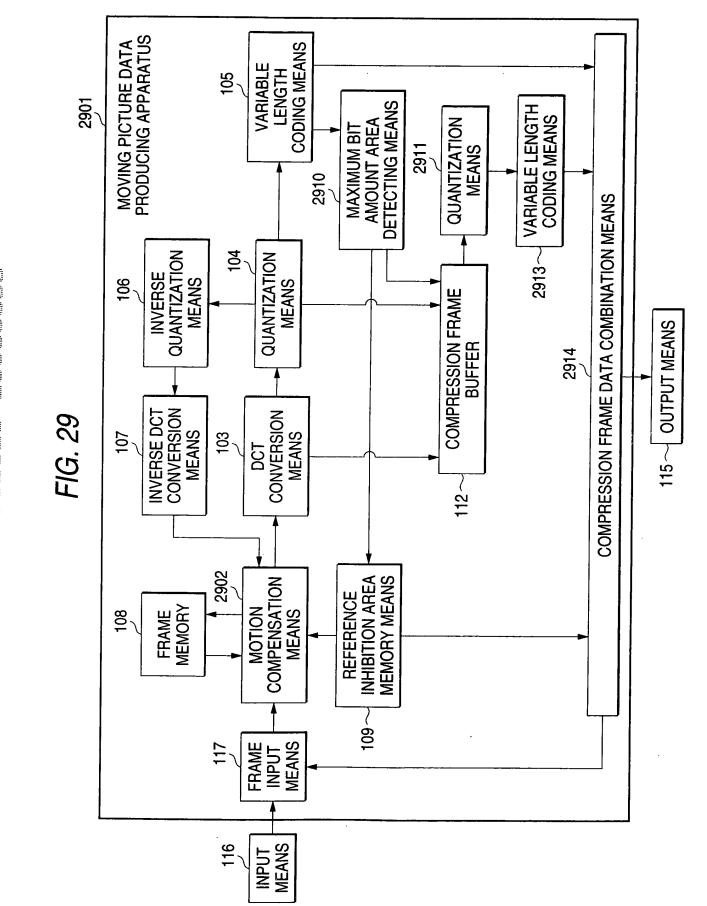


FIG. 28

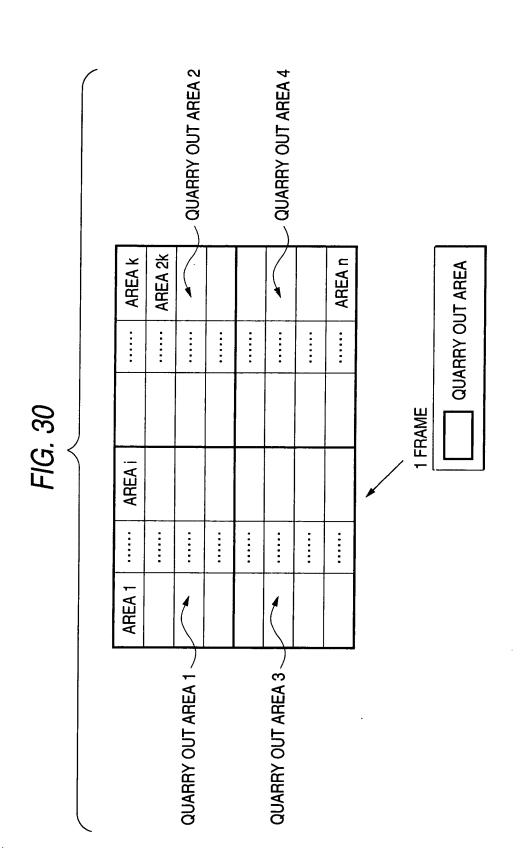
```
Total_iframe_number; // TOTAL I FRAME NUMBER
Bit_Number [ i ]; // BIT AMOUNT OF I FRAME ( i )

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::
::
Bit_Number [n]; // BIT AMOUNT OF I FRAME (n)
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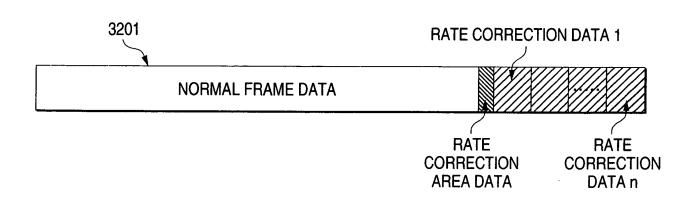
.

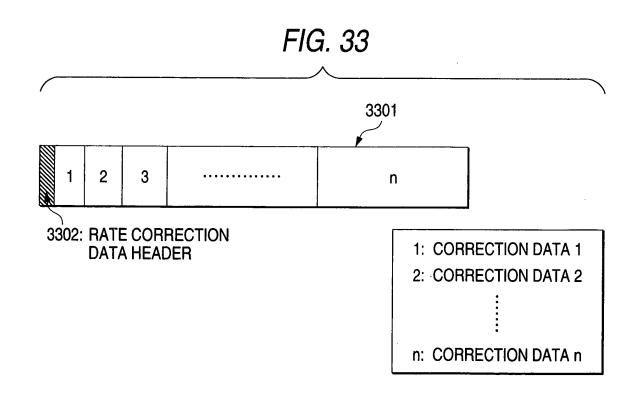
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→ QUARRY OUT AREA 2 - QUARRY OUT AREA 4 AREA K **AREA 2k** AREA n AREA i **AREA** 1 QUARRY OUT AREA 1 _ QUARRY OUT AREA 3

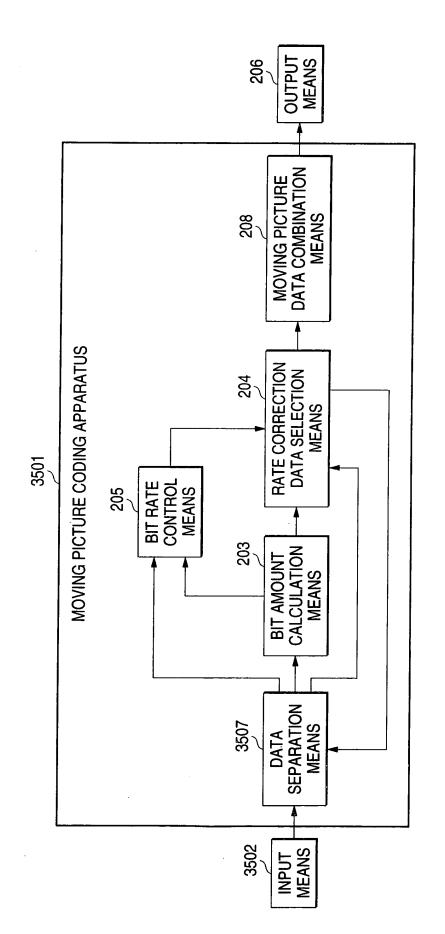
QUARRY OUT AREA	REFERENCE INHIBITION AREA	
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FIG. 32





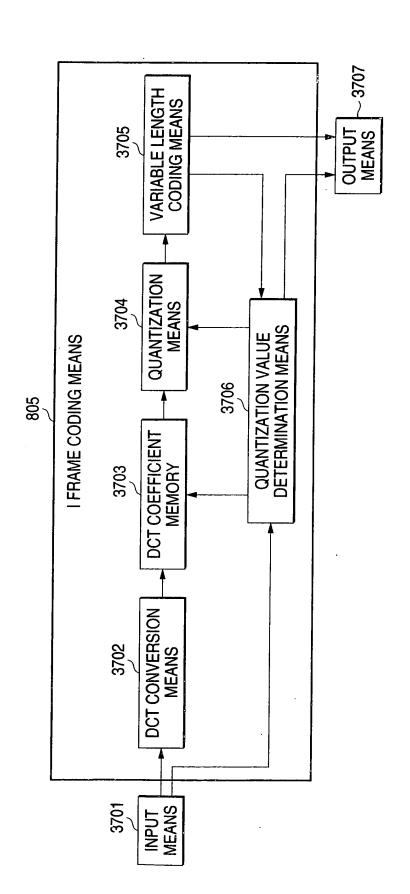
```
Data_number;
                      // NUMBER OF CORRECTION DATA OF EACH AREA
Total_Area_number;
                      // NUMBER OF AREAS
Area_number_i;
                      // AREA NUMBER
Data_size_i [ 1 ];
                      // AREA i, BIT AMOUNT OF CORRECTION DATA 1
Data_size_i [ 2 ];
                      // AREA i, BIT AMOUNT OF CORRECTION DATA 2
Area_number_j;
                      // AREA NUMBER
Data_size_ j [ 1 ];
                     // AREA j, BIT AMOUNT OF CORRECTION DATA 1
Data_size_ j [ 2 ];
                      // AREA j, BIT AMOUNT OF CORRECTION DATA 2
Area_number_k;
                     // AREA NUMBER
```



1.1.

// BIT POSITION OF FINAL MACRO BLOCK (SECOND VIDEO PACKET) // BIT POSITION OF FINAL MACRO BLOCK (FIRST VIDEO PACKET) Last_MB_position [n]; // BIT POSITION OF FINAL MACRO BLOCK (n-TH VIDEO PACKET) // NUMBER OF PIECES OF VIDEO PACKET Last_MB_position [2]; Last_MB_position [1]; Total_VideoPacket;

FIG. 3.



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